A Fisher

Coastal Enclave

Clinging to the cliffs that overlook the great Dark Sea, windbeaten coastal settlements make their living by fishing the depths from hot air balloons. Every time the balloons go out, families sit at the windowsill, finding comfort in the knowledge that, even if their loved ones are lost to the waves, the unknowable Gods below will save their souls. You learned to fly out above this awful sea, where losing a thermal or being cast adrift could mean certain death.

Name

Choose, or write your own

Arren, Derrick, Emst, Erroll, Pepin, Selig, Wilmot, Zelig

Genivee, Gretel, Ilse, Isabelle, Mitzi, Monika, Nixie, Yseult

Fischer, Morgenthau, Richter, Sauer, Schreiber, Weiß

Age Ranges: *Initiate (17-19), Blooded (20-29), Elder (30+)*

Hometown

Choose, or write your own

Rothsee, Blutmoor, Niebeltor, Regensee, Innsmund

People

Choose all that apply

Fischervolk, or Fischervolk and another.

Expectations

Tell the table or write it out

This is an archetypical image of a Fisher. What resonates with you? What doesn't?

- *Masculine, feminine, both, or neither.*
- *Trusting, quiet, communal, secretive, beyond pain and the fear of mortality.*
- *Robust, tattooed body, touched by the Gods. Hands scarred by ritual and ropeburn.*
- *Waterproof, concealing clothing, appropriate for your place in the community.*

Character History

Choose all that apply

I was taught to fly by...

- ... a priest, to aid in ritual.
- ... my parents, to mind the balloons.
- ... the undertaker, to pay respects.
- ... myself, to escape the pull of the sea.

I left my home because I was...

- ... too frightened.
- ... too poor.
- ... too questioning.
- ... too faithful.
- ... too restless.
- ... too lonely.
- ... too queer.
- ... too doubtful.

I fly so I can...

- ... serve my dark masters.
- ... have my name remembered.
- ... find my destiny.
- ... find fortune.
- ... earn enough to settle down.
- ... escape death.
- ... spread the tale of those lost.
- ... die meaningfully.

Questions

Write your answers, and speak them

- How do your people dress and act to enforce a hierarchy?
- Who was the first person close to you who you lost to the sea?
- Why do the patrons of the deep look out for you?
- What has to change before you would return home?

Trust

Ask and record answers

Look to each of your comrades. Decide if your gods would know them. Trust those they would.

Start With...

Assets

Choose 3

- ○ An acolyte, skilled in combat.
- ○ A sweetheart, following you into exile.
- ○ A fine silk parachute.
- ○ A ritual fillet knife, razor sharp.
- ○ A thick vest, blessed to ward off harm.
- ○ A fishing spear, tipped in levithan bone.

Baggage

Choose 3

- ○ Luminescent tattoos, recording your life.
- ○ A set of blessed fish hooks and a line.
- ○ A book, bound in leather, written in blood.
- ○ A necklace of sharp teeth from relatives.
- ○ A dark pearl, which whispers to you.
- ○ Carved bone charms, for luck.

Planes

Choose 1, or a seaplane worth up to 20♭

- ○ König-Werke S1 (New)
- ○ Ritter Model D 'SeePfau' (New)
- ○ König-Werke S4 (Used)
- ○ Teicher Moewen 13S (Used)

Familar Vices

Choose 2

- ○ Drinking
- ○ Opiates
- ○ Prayer
- ○ Flagellation
- ○ Music
- ○ Lust
- ○ Gambling
- ○ Gluttony

Choose, and add +1 to a stat.

Devotee

You are awaited.

Hard	Keen	Calm	Daring
+2	-2	+2	0

Wanderer

There has to be more to the world than fish.

Hard	Keen	Calm	Daring
-2	-1	+4	+1

Cryptic

Everyone has their secrets.

Hard	Keen	Calm	Daring
-1	+2	+3	-2

Shark

There's blood in the water.

Hard	Keen	Calm	Daring
+3	-2	+3	-2

Flying Circus

Name

Age Pronouns

Hard Keen Calm Daring

Stress ○○○○ ●●●●●○ XP

Triggers

- If you took a life.....1 Stress
- If you saw a corpse .....1 Stress
- ... or worse, a shade..... 2 Stress
- If you fight a great beast..... 2 Stress
- If you call out to your Patrons.....1 Stress
- ... and your faith was tested..... 2 Stress
- If you or a comrade were hurt ....1 Stress
- If you flew over open water.....1 Stress

Vents

- Perform an act of faith in a public place which will disturb those who see it.
- Express displeasure in your comrades.
- Sacrifice something of value.
- Find a quiet place, regardless of danger.
- Put yourself in danger as a test of faith.

Comrades Trust?

○
○
○
○

Familiar Vices

Intimacy Move

Start with this Move

Suggestion: *When you spend your time close with another,* if you Trust one another, one person can lead the others in a trance, highlighting one of their stats. That character takes +2 to that stat, and -1 to another of their choice, until the leader ends it with a word or signal.

When you use this move in the air, choose 1: ignore the penalty, take a +3 instead of a +2, highlight two stats.

Personal Moves

Take Creepy and choose 3 more

- ● **Creepy**: *When inlanders and apostates witness your faith's practices or are confronted by your alienness, t*hey must choose to Break Trust or take 1 Stress. NPC characters will be disturbed, offended, or overly curious. If a PC learns any Fisher moves, they negate this effect, but gain Creepy.
- ○ **Whispered Answers**: *When you sleep*, roll 2d10+Calm. On a 16+, the GM answers 2. On
  - Where am I supposed to go next?
  - What is a secret I should not know?
  - What should I be afraid of?
  - How can I serve my dark masters?

  a 11-15, the GM answers 1. Take +3 forward when you act on the answers.
  On a miss, the player asks one and should expect the worst answer.
- ○ **Deep Ones**: *When you call out to your patrons*, they give +1 forward on your next roll.
- ○ **Soul-Bound**: *When you paint a rune in blood on an aircraft*, it gains twice your Calm in Handling. You take Stress when it runs out of Toughness, and Injury if the engine dies.
- ○ **Ideomotor Response**: Any plane you know effectively has a programmable autopilot. It does not have to be switched on and off; it "knows" when you are behind the controls.
- ○ **Written in Ink**: *When you get a tattoo to mark a milestone*, take 3 Stress, describe the tattoo and where it's inked, and link it to a Fisher move. When you use that Move, lose 1 Stress (max once per Routine per Move).
- ○ **Blessing**: *When you dab fresh blood on an item* roll +Calm. On a 16+, take both. On an 11-15, choose 1. Effects last 1 Routine.
  - ○ Take +1 Ongoing with this item. (+5 Handling for a plane)
  - ○ The item cannot break. (Armour 3/8+ for a Plane.)

  On a miss, make a bigger sacrifice or the machine is damaged.
- ○ **Lashed to the Mast**: *When you tie yourself into your aircraft,* hold 2. Spend that hold to ignore incoming Injury or reroll any move. Take Disadvantage to Bail Out or Go Down.
- ○ **Gifts from the Abyss**: Your connection to the Deep Ones is physically changing you. Name the physically obvious mutation you have received and describe how it frightens or disgusts the unfaithful. It can be hidden, but not perfectly, and just seeing it will trigger Creepy. All XP advances now cost 1 less XP (minimum 1).

Other Moves & Notes

Start with 1 Mastery Move and 3þ

Mastery Progress ○○○○○

A Fisher

A Witch

Hidden Coven

The old world of empires and machines was rarely kind to women. It controlled their lives, denied their dreams, and took their children to feed its war machine. Those who did not or could not fit the narrow definitions of womanhood pushed by these societies fared especially badly. Unsurprisingly, there were those who escaped it, and on the outskirts of the so-called civilized world, they rediscovered a birthright long denied to them.

Name

Choose, or write your own

...

Agnes, Helena, Katharina, Maria, Merga, Sidonia, Ursula, Walpurga

Bien, Bernauer, Curtens, Hausmännin, Henot, Junius, Singer, Trude

Age Ranges: *Maiden (<19), Mother (20-29), Crone (30+)*

Hometown

Choose, or write your own

Bad Jungfer, Heiligenholz, Hintertupfingen, Riederwald, Südholz

People

Choose all that apply

Wildleute, Verloren, Himmilvolk, Rishonim, or any other.

Expectations

Tell the table or write it out

This is an archetypical image of a Witch. What resonates with you? What doesn't?

- *Woman*
- *Clever, brave, patient. Caring of those who deserve it. Scornful of the world.*
- *Unburdened by social expectation, yet feminine. Hands skilled and tough.*
- *Simple, plain clothes which conceal your body and all you carry.*

Character History

Choose all that apply

I was taught to fly by...

- ... a mentor, as flight is magic.
- ... a sister, so I could escape.
- ... myself, after much experimentation.
- ... the winds themselves.

I left my home because I was...

- ... too curious.
- ... too naive.
- ... too doubting.
- ... too in debt.
- ... too constrained.
- ... too carefree.
- ... too queer.
- ... too sympathetic.

I fly so I can...

- ... learn about myself.
- ... see the larger world.
- ... master my powers.
- ... meet new people.
- ... escape my debts.
- ... find safety.
- ... beat them at their own game.
- ... return stronger.

Questions

Write your answers, and speak them

- How did the world of industry, the world of *men*, spurn or reject you?
- When you began learning magic, who guided you? What mistakes did you make?
- To whom do you still owe a debt to? What will you do if they come to collect?
- What has to change before you would return home?

Trust

Ask 1 and record answers

Ask each player what they put their faith in. If their response is a product of modernity, distrust them.

- or -

Trust everyone in the crew but the men.

Start With...

Assets

Choose 3

- ○ A elegant blade, which glows slightly.
- ○ An ember pendant, imbued with Fire.
- ○ A ring box containing sacred Earth.
- ○ A vial of pure spring Water.
- ○ A feather from a beast of the Air.
- ○ A child, too young to care for themselves.

Baggage

Choose 3

- ○ A prewar portable radio, kept hidden.
- ○ The name of your long-lost father.
- ○ A familiar (cat, raven, or similar)
- ○ An esoteric map to a mythical place.
- ○ A man who will do anything for you.
- ○ A broom, not yet magical.

Planes

Choose 1, or a plane worth up to to 8₽

- ○ Theler Drachen (New)
- ○ Rathenau-7k (Used)
- ○ Flying Grove (Used)
- ○ Braun Model VJ (Used)

Familar Vices

Choose 2

- ○ Drinking
- ○ Cannabis
- ○ Hallucinogens
- ○ Casual Sex
- ○ Violence
- ○ Stunt Flying
- ○ Research
- ○ Bickering

Choose, and add +1 to a stat.

Wide-Eyed

There is magic is everything.

Hard	Keen	Calm	Daring	Wild
-1	-2	+1	+4	+2

Scholar

What you don't know can hurt you.

Hard	Keen	Calm	Daring	Wild
-1	+2	+4	-3	+2

Avenger

My power will even the odds.

Hard	Keen	Calm	Daring	Wild
+3	+2	-2	-1	+2

Recluse

I have no place in their world.

Hard	Keen	Calm	Daring	Wild
-2	+3	+3	-2	+2

Flying Circus

Name

Age Pronouns

Hard Keen Calm Daring

Stress ○○○○ ●●●●●○ xp

Triggers

- If you used magic violently .....1 Stress
- If you failed your mission.....1 Stress
- If you missed a spell .....1 Stress
- If you faced down the fae .....1 Stress
- ... and you lost.....1 Stress
- If a comrade crashed.....1 Stress
- If you were injured..... 2 Stress
- ...if you passed out .....1 Stress

Vents

- Lose one of your Bonds.
- Wander out into the Wild.
- Hex somebody who has it coming.
- Use yourself as a focus.
- Make an unwise pact with the fae.
- Break a piece of needed technology.
- Call somebody out. Make it hurt.

Comrades Trust?

○
○
○
○

Familiar Vices

Intimacy Move

Start with this Move

Of Blood: *When you share an intimate moment with with someone,* gain a bond of Blood with them, in addition to the bond you may already have. If you already have a bond, take +3 forward to use them as a focus or target.

If you use this move in the air, the next time you use them as a Focus they are immune to the Injury from being used as a Focus.

Personal Moves

Take Bond and choose 3 more

- ● **Bond:** When you invest yourself in a person, place, or thing, come to a consensus with the player most responsible for it (or the GM) about the Nature of that thing, and take 1 Stress. You may now use it in magic as a focus. If an object of your bond is badly damaged, destroyed, or lost, take another Stress.

  Start with a bond with yourself, your blood relatives, your existing lovers, and any elemental items you took as Assets.
- ○ **Reach Out:** You do not need to touch your Focus to cast a spell if you know where it is.
- ○ **Teacher:** You can teach other characters how to use Magic as part of a Move Exchange. The student gains a Wild of -1 and a Focus whose nature matches their character. You can also help them create Bonds to a Focus: you take the Stress, they get the Focus.
- ○ **As the Crow Flies:** Sacrifice a focus of Air to imbue an item with the power of flight. It becomes a plane with a max speed of 6+Wild, a Boost of 3, a Climb of 12, a Handling of 90 + 10 x Daring, 2 Turn Bleed, and 4 Energy Loss. The 'engine' doesn't have RPM or fuel. You are only hit on a critical, but all hits strike you, the only vital component.
- ○ **Will of Iron:** You can create and use an Iron Focus, but casting a spell with it will cause it to stop being a Focus, as well as possibly warp, corrupt, or destroy it.
- ○ **Technophobe:** *When you throw away or destroy a valuable piece of technology*, gain +3 Forward to your next spell cast.
- ○ **Woods-Wise:** *When you exposit about flora, fauna, or fae*, roll +Wild. On a 16+, answer two. On an 11-15, answer one: What benefits it could provide, what grave dangers it presents, what will pacify it if needed.
- ○ **Faerie Speak:** *When you show proper respect to the Fae*, you can Press the Issue or Turn on the Charm rather than having to Parlay with Strange.
- ○ **Out of Mind:** *When you shut off your engine or hide your face*, you will pass unseen by anyone who hasn't already spotted you.

Other Moves & Notes

Start with 1 Mastery Move and 3þ

You can use the Cast a Spell move on page 167.

○
Wild

Mastery Progress ○○○○○

A Witch

A Farmer

Agricultural Community

The lynchpin of civilisation is the agricultural community, a valley packed with farmsteads and small hamlets who grow their own produce and run their own cottage industries. For all the pomp and wealth of the old empires, it was the wheat and mutton of the valleys which fuelled their factories and furnaces. Life in a farming valley is peaceful, idyllic, and intensely boring. You learned to fly from an early age to dust crops and watch over herds, and have left to find yourself part of a wider world.

Name

Choose, or write your own

Oskar, Derry, Mandel, Schaeffer, Windell, Zelig, Carl, Jurgen, Eloy

Joli, Arleigh, Katrina, Georgia, Geneve, Ertha, Suzanne, Tresa, Eartha

Moser, Scheffler, Hamann, Muller, Schmidt, Weber, Becker, Bauer

Age Ranges*: Youth (16-22), Adult (23-30)*

Hometown

Choose, or write your own

Altenhaßlau, Bernbroich, Märdorf am Ludwigsee, Schuntertissen, Wingendorf

People

Choose all that apply

Himmilvolk, Wildleute, Verloren, or any other.

Expectations

Tell the table or write it out

This is an archetypical image of a Farmer. What resonates with you? What doesn't?

- *Masculine or Feminine.*
- *Practical, humble, insular, spiritual, family-minded, suspicious of outside things.*
- *Tall, robust, sun-kissed, strong hands worn from hard work.*
- *Hard-wearing clothing, traditionally decorated but never ostentatious.*

Character History

Choose all that apply

I was taught to fly by...

- ... an old veteran, after I begged.
- ... a traveller who saw potential.
- ... a family member, to tend to the farm.
- ... myself, while restoring an old plane.

I left my home because I was...

- ... too restless.
- ... too ambitious.
- ... too wild.
- ... too work-shy.
- ... too adventurous.
- ... too lonely.
- ... too queer.
- ... too rebellious.

I fly so I can...

- ... become a hero.
- ... strike it rich.
- ... see the world.
- ... have my name known everywhere!
- ... become the very best.
- ... live on the edge.
- ... find what was missing in my life.
- ... make my folks proud.

Questions

Write your answers, and speak them

- What kind of farm did you grow up on? What did you grow or raise?
- Who is your hero? How do you emulate them?
- What do you enjoy most about flying? Do you enjoy flying in combat?
- What has to change before you would return home?

Trust

Ask and record answers

Ask the other players: Who amoung you judged me harshly for my inexperience or naivete, and how did you show it? Distrust those people, and trust everyone else.

Start With...

Assets

Choose 3

- ○ A loyal and adorable canine companion.
- ○ An antique shotgun or long hunting rifle.
- ○ A high-quality toolkit.
- ○ A close family friend as ground crew.
- ○ A cutting edge plane, missing the engine.
- ○ A pressing rescue mission to launch.

Baggage

Choose 3

- ○ A letter from a long-lost relative.
- ○ A packet of seeds from the family farm.
- ○ A promise to return home safe.
- ○ The deed to land in a far-away place.
- ○ A well-worn musical instrument.
- ○ The last words of your dying mentor.

Planes

Choose 1, or a used plane worth up to to 10₿

- ○ Arntwerks c.7 Rennflugzeug (Used)
- ○ Recht Luftschlepper (Used)
- ○ Westland J-79SF (Used)
- ○ Ritter Model C 'Spatz' (Used)

Familar Vices

Choose 2

- ○ Drinking.
- ○ Pulpy fiction.
- ○ Brawling.
- ○ Gambling.
- ○ Cannabis.
- ○ Hunting.
- ○ Casual sex.
- ○ Daydreaming

Choose, and add +1 to a stat.

Bush Pilot

Finding thrills in an old cropduster.

Hard	Keen	Calm	Daring
-1	+2	-3	+4

Huntsman

You have ten seconds to get off my land...

Hard	Keen	Calm	Daring
+3	-1	-2	+2

Escapist

Alter time or airlift me off this rock!

Hard	Keen	Calm	Daring
-4	+3	+0	+3

Bumpkin

It's the simple things.

Hard	Keen	Calm	Daring
0	-3	+3	+2

Flying Circus

Name

Age | Pronouns

Hard | Keen | Calm | Daring

Stress ○○○○●●●●●●○ XP

Triggers

- If you got hit by enemy fire.....1 Stress
- If you took a life..... 2 Stress
- If a comrade was wounded .....1 Stress
- ... and they didn't make it..... 2 Stress
- If you caught fire.....1 Stress
- If you lost your plane..... 2 Stress
- If innocents came to harm .....1 Stress
- ...and you couldn't stop to help.. 2 Stress

Vents

- Throw away or detach a weapon.
- Whine and complain non-stop.
- Go flying alone and unwisely.
- Do something heroic and stupid.
- Call somebody out. Make it hurt.

Comrades | Trust?

○
○
○
○

Familiar Vices

Personal Moves

Take Naive and choose 3 more

- ● **Naive:** You cannot try any unfamiliar Vices unless a comrade with that Vice as Familiar guides you through it. Guidance does not count as Help, and you must roll their Daring instead of yours.
- ○ **Here Goes Nothing:** Gain 1 Stress to use a Mastery Move you haven't taken yet from any of your unlocked Mastery Trees.
- ○ **Let's Try Spinning:** *When you beg your plane to hold together*, roll any air combat move +Daring. If any of your dice are a 1, your plane suffers a spin or mechanical failure.
- ○ **One in a Million:** Hold 1 each routine. *When you let instinct guide an attack with weapons or words*, spend the hold to get a perfect hit, right where you want it. If you directly target a person's body, take 2 Stress.
- ○ **Trust Your Instincts:** You get a new Mastery move every 3 marks.
- ○ **This Is Where The Fun Begins:** After a flight, clear 1 Stress. If you didn't fight, remove another.
- ○ **You Came in That Thing?:** *After you've flown a plane three times*, you can roll on the Used chart and take the penalty. In exchange, select another of the penalties and apply its inverse. Restoring the plane to New doesn't remove the advantageous modifications.

  You can do this twice per plane. The bonus only work for you and people you Trust.
- ○ **It's Working!:** *When you work on a plane,* roll +Daring. On a 16+, choose 2. On an 11-15, choose 1. On a miss, you break something.
  - Permanently reduce Upkeep by 1.
  - Repair all damaged components for free.
  - Cut the cost of an upgrade in half.
- ○ **I Can Fix It!:** *When you engage in percussive maintenance*, roll Patch Fix +Daring. Add the following possible results. On a miss, the engine stops and won't restart.
  - Double your Speed gain from the next Boost.
  - Ignore the next Fuel Check move pushed.
  - Reset the RPM gauge to 0.

Intimacy Move

Start with this Move

I Will Be With You, Always: *When you hold those you care for close,* they roll 4d10 and take the 2 highest when you Help them, ongoing as long as they Trust you.

If they're an NPC, anything you do for them or help them with lets you roll 4d10 as well.

If you choose to Break Trust with one of these people, take 5 Stress.

If you use this move in the air, when you Help, you only take a Hard Move if both extra die are 1s. A single 1 has no effect.

Other Moves & Notes

Start with 1 Mastery Move and 3þ

Why Didn't You Tell Me?: *When you discover your true heritage, you may* switch to the Scion playbook. If you reject it instead, take 15 XP.

Mastery Progress ○○○○○

A Farmer

A Soldier

Regimental Holdouts

When the winds rose and the Great War came to its abrupt end, the armies of the old empires had their strings cut. Soldiers fighting far from home were forced to work together to survive. A generation later, a feudal order emerged in which old allegiances are but a memory, but traditions and heraldry are still guarded with honour. You learned to fly a sentry-plane, protecting your holdfast, keeping the local trade winds safe, and upholding the honour of your banner.

Name

Choose, or write your own

Arnulf, Einhardt, Garen, Gunther, Jaecar, Markel, Sigmund

Aloysia, Armina, Brunhild, Clarimonde, Erma, Evonna, Hylda

Moser, Scheffler, Hamann, Muller, Schmidt, Weber, Becker, Bauer

Age Range: *Cadet (16), Recruit (17-19), Hardened (20-22), Old Veteran (23+)*

Hometown

Choose, or write your own

Bernenburg, Festung 3095, Festung Karl-Wilhelm, Königsstein, Marienstein

People

Choose all that apply

Städter, Himmilvolk, Edelfrei, or any other

Expectations

Tell the table or write it out

This is an archetypical image of a Soldier. What resonates with you? What doesn't?

- *Male, or perhaps female.*
- *Proud, disciplined, obedient, unquestioning, uncompromising, one of many.*
- *Lean, fit, sharp gaze, physically able, hands a lethal weapon.*
- *A uniform, practical but bold, traditional and recognizable, impeccably kept.*

Character History

Choose all that apply

I was taught to fly by...

- ... an instructor, like all children.
- ... a parent, the General.
- ... a veteran, to replace them.
- ... myself, as I ran.

I left my home because I was...

- ... too reckless.
- ... too disorderly.
- ... too merciful.
- ... too opinionated.
- ... too independent.
- ... too entitled.
- ... too queer.
- ... too impatient.

I fly so I can...

- ... protect the weak.
- ... take revenge.
- ... prove my skills.
- ... die gloriously.
- ... protect my friends.
- ... be a hero.
- ... be recognized as a hero.
- ... fulfil my duty.

Questions

Write your answers, and speak them

- What is the military insignia of your holdout? What emotion does it inspire for you?
- What rank did you hold? Did you earn it, or was it given to you?
- How were you harshly disciplined when you stepped out of line? What did you learn?
- What has to change before you would return home?

Trust

Ask and record answers

Ask your new comrades if they find you intimidating.

Either Trust all that do, or all that don't.

Start With...

Assets

Choose 3

- ○ A steel breastplate and helmet.
- ○ 4 old comrades as guards or observers.
- ○ A service rifle and bayonet.
- ○ A razor-sharp dueling saber.
- ○ A box of stick-bombs.
- ○ A clockwerk Attendant and its key.

Baggage

Choose 3

- ○ A perfect dueling scar.
- ○ A collection of medals and ribbons.
- ○ A hatred for a long-dead nation.
- ○ Tales of your regiment's last great battle.
- ○ Sealed orders, to be opened at a later date.
- ○ The name of your old CO, who must pay.

Planes

Choose 1, or a new plane worth up to to 30℔

- ○ Theler Kobra MD (New)
- ○ Ritter Model F 'Singvogel' (New)
- ○ Kreuzer Spinne M3 (New)
- ○ Markgraf Zerstörer B (New)

Familar Vices

Choose 2

- ○ Drinking
- ○ Methamphetamines
- ○ Opiates
- ○ Meaningless sex
- ○ Gambling
- ○ Training
- ○ Dueling
- ○ Brawling

Choose, and add +1 to a stat.

Blueblood

An officer is not trained, they are born.

Hard	Keen	Calm	Daring
+2	-2	+2	0

Blowhard

...and that's why I'm history's greatest soldier.

Hard	Keen	Calm	Daring
-3	+4	+4	-3

Recruit

Join the air service, see the world!

Hard	Keen	Calm	Daring
+1	+1	0	0

Professional

It's a job like any other.

Hard	Keen	Calm	Daring
+3	0	+1	-2

Flying Circus

Name

Age Pronouns

Hard Keen Calm Daring

Stress ○○○○●●●●●●○ xp

Triggers

- If fought non-humans.....1 Stress
- If you were hit by enemy fire.....1 Stress
- If you missed a full volley..... 2 Stress
- If you were wounded.....1 Stress
- If a comrade was wounded ..... 2 Stress
- If you ran out of ammunition.....1 Stress
- If a comrade was lost..... 2 Stress
- If your plane caught fire .....1 Stress

Vents

- Pick a fight with authority.
- Pick a fight with a comrade.
- Get a comrade to break Trust with you.
- Draw a weapon at a bad time.
- Hurt yourself to avoid going back up.
- Throw away an award, medal, or prize.

Comrades Trust?

○
○
○
○

Familiar Vices

Intimacy Move

Start with this Move

In Shining Armour: *When you hold someone close to you,* hold 1. When they are in danger, spend that hold to arrive at their side.

If you use this move in the air, when you spend the hold, you next Move is an automatic full hit, no dice required.

Personal Moves

Take Stiff Upper Lip and choose 3 more

- ● **Stiff Upper Lip:** Unless you are Stressed, attempts to Get Real with you automatically fail. You cannot initiate Get Real at all. The second time you Burn Out, cross out this move.
- ○ **Strategist**: *When you lay out a plan of action,* anyone following the plan (including you) can opt to use your stats on the roll if they are better, and roll Seize the Initiative with their best stat. This lasts until a comrade is wounded or events go drastically off script.
- ○ **Marching Boots:** Any group you're in moves +1 Trek when you Explore the Wild, and you automatically score a Full Hit on Seize the Initiative.
- ○ **Steelheart**: Even if you are Burnt Out, you can still fly. While Stressed, take +1 Results to Draw a Bead. While Burnt Out, take +2.
- ○ **Trigger Discipline**: When you draw a gun on somebody, take +3 forward to Press the Issue. If you miss, pull the trigger.
- ○ **Commanding Presence**: *When you bark an order to a friend or foe in combat*, it gives +1 forward to PCs that follow. Against NPCs, Press the Issue with Hard. On a hit, they do it. On a partial, they do it, but they hesitate first.
- ○ **Advanced Recon**: The group gets +1 to the Engage Roll, Seize the Initiative, and Brawl (stacks with multiple holders of this Move).
- ○ **Style Study**: When you spar with a comrade, both of you roll +Hard. If you both hit, both of you hold 2. If one of you hit and one missed, the winner holds 1 and the loser holds 3. If you both miss, somebody gets hurt.

  Spend these holds to use one of your opponent's Personal or Mastery Moves.
- ○ **Last Mistake**: When you're suspicious of somebody and you keep an eye on them, get 1 Stress and hold 1. If they try to hurt you or your friends, spend that hold to kill them on the spot.

Other Moves & Notes

Start with 1 Mastery Move and 3þ

Mastery Progress ○○○○○

A Soldier

A Believer

Isolated Colony

The foothills were always the last frontiers, perilously close to the high mountains or the wastelands far below. Those who didn't fit in with the Old World retreated here, safe in remoteness to preach radical ideas and live how they wished. Life on the edge was harsh, but these marginal communities thrived outside the grip of imperial control. You learned to fly your settlement's single battered plane, to trade for essential supplies and drive off beasts wandering too close to home.

Identity

Choose, or write your own

Andreas, Franz, Gustav, Karl, Magnus, Martin, Thomas, Ulrich

Elisabeth, Hildegard, Irmgard, Käthe, Petra, Rosa, Sophie, Ulrike

Dethmann, Gutenberg, Jonas, Kollwitz, Scholl, Schwartzerdt, Thälmann

Age Range: *Comrade (15-35)*

Hometown

Choose, or write your own

Hirschruh, Märdorf im Grauwald, Sigvirdsheim, Wichlingforst, Wiesental

People

Choose all that apply

Städter, Himmilvolk, Rishonim, or any other.

Expectations

Tell the table or write it out

This is an archetypical image of a Believer. What resonates with you? What doesn't?

- *Other, Feminine, or Masculine*
- *Sharp, committed, well-read (in the right books). Loyal, but always suspicious.*
- *Fit, tough, ready to weather hardship. Hands equally at home with pistol or pen.*
- *Austere and practical paramilitary clothing that makes your devotion hard to miss.*

Character History

Choose all that apply

I was taught to fly by...

- ... the Leader, who saw promise in me.
- ... a mercenary, to defend the town.
- ... a parent, so I could serve the Cause.
- ... a parent, so I could escape.

I left my home because I was...

- ... too questioning.
- ... too curious.
- ... too constrained.
- ... too queer.
- ... too radical.
- ... too rebellious.
- ... too carefree.
- ... too practical.

I fly so I can...

- ... escape the world.
- ... destroy my enemies.
- ... pay my way.
- ... protect my home.
- ... spread the Word.
- ... find the truth.
- ... learn other ways.
- ... bring back knowledge.

Questions

Write your answers, and speak them

- Who was the leader of your colony? How did they enforce their doctrine?
- Who taught you what you know? Do you begrudge them for it?
- How do your beliefs not lie up exactly with your colony's ideology?
- What has to change before you would return home?

Trust

Start With...

Assets

Choose 3

- ○ A fellow pilot from your colony.
- ○ An unreliable, home-made firearm.
- ○ A vial of potent poison.
- ○ Three devoted friends with useful skills.
- ○ An explosive with a handheld trigger.
- ○ A naturally trustworthy face.

Baggage

Choose 3

- ○ A book written by your Leader.
- ○ An armband or banner of the Cause.
- ○ A folder of encoded Old World secrets.
- ○ The name and photo of a wanted traitor.
- ○ A password to recognize other faithful.
- ○ A framed photograph of your leader.

Planes

Choose 1, or a used plane worth up to to 15þ

- ○ Theler Zweihänder (Used)
- ○ Arntwerks d.13 (Used)
- ○ Geistliche X4 (Used)
- ○ Ratheanu-9c (Used)

Familar Vices

Choose 2

- ○ Drinking
- ○ Opiates
- ○ Cannabis
- ○ Prayer
- ○ Training
- ○ Arguing
- ○ Brawling
- ○ Meddling

Choose, and add +1 to a stat.

Single-Minded

There is only the cause.

Hard	Keen	Calm	Daring
+3	0	-4	+3

Intellectual

Trust, but Verify

Hard	Keen	Calm	Daring
-2	+3	+3	-2

Enforcer

All change is violent.

Hard	Keen	Calm	Daring
+3	-2	+2	-1

Dreamer

You're not the only one.

Hard	Keen	Calm	Daring
-3	+1	+2	+2

Flying Circus

Name

Age Pronouns

Hard Keen Calm Daring

Stress ○○○○ ●●●●●◎ XP

Triggers

- If a comrade was harmed.....1 Stress
- If you didn't score a kill.....1 Stress
- ... but a comrade did .....1 Stress
- If the mission failed..... 4 Stress
- If your engines cut out .....1 Stress
- If you had to abandon a kill.....1 Stress
- If you were shot at.....1 Stress
- ...but they missed completely.....1 Stress

Loss of Faith

The Believer does not Vent. Instead, when they Burn Out, you must change one or both of their Convictions.

You then count has having achieved your number of Sacrifices for the Routine, and get double Stress loss from Vices.

Comrades Trust?

○
○
○
○

Familiar Vices

Intimacy Move

Start with this Move

Change for You: *When you let somebody in,* allow them to collectively pick a new Conviction to replace one of yours. They may instead choose to affirm your current beliefs: mark 3 on the Reflection track.

If you use this move in the air, if your partners give you a new Conviction, they may choose to gain Idealist, with the belief they gave you as their Conviction. Non-Believers always count as having a full Reflection track. If they choose to mark Reflection instead, mark 5.

Personal Moves

Take Idealist and choose 3 more

● **Idealist:** Choose Convictions to form an ideology. There are examples on page 149.

Whenever you suffer hardship or Break Trust for a Conviction, mark 1 Sacrifice. You must make 2 Sacrifices each Routine before you are allowed to Indulge in Vice or have Quality Time. Count resets at Introspection.

During Introspection, you may invest XP into an 8 point Reflection track. At 4 marks, you Sacrifice target is 1, and as long as it is full, you no longer need to make any Sacrifices, but when you do, you lose 1 Stress.

Reflection ○○○○○○○○

- **Evangelical**: *When confronted about your actions by a comrade,* tell them why it had to be that way. If they agree, exchange Trust. If they don't, take +1 forward against them.
- **Lie Detector**: *When an NPC tells their story*, take 1 Stress to call them out as lying. Correct the record, and explain how your Conviction means it must be so.
- **Conversion**: During a Move Exchange, you may additionally offer the other player Idealist with a Conviction of your choice. Non-Believers always count as having a full Reflection track.
- **Undying Faith**: *When you fly without a parachute*, +1 ongoing to your worst stat.
- **Fanatic**: *When you miss a move and then try the exact same thing again*, take +1 forward.
- **Songbird**: *When you sing a hymn or marching song*, describe what your song is about. Get +1 ongoing until you miss and the song falters, giving Disadvantage forward.

  Everyone with this Move can sing together, and every singer increases the bonus by +1.
- **Force of Will**: *When a foe wounds you*, hold 1. Spend for a 20+ on a roll to take revenge.
- **Revolutionary**: *When you stand before a crowd and speak against authority*, roll +Keen. On an 11-15, pick 1. On a 16+, pick 2. On a 20+, take all 3.
  - Your revolution sweeps the current order from power completely.
  - The revolution's goals and methods are guided by your ideals.
  - The revolution is restrained: innocent casualties are minimal.

Other Moves, Convictions, & Notes

Start with 1 Mastery Move and 3þ

Sacrifices

Mastery Progress ○○○○○

A Believer

A Skyborn

...created with Aishwarya "Ashley" Moni

Generational Convoys

They say that centuries ago, the Skyborn came from across the sea in massive balloons and just kept sailing for the love of it. This romantic idea downplays the distrust they are treated with, which has kept them from settling in any one place. Though the rise of the steam engine devastated their traditional trade, the time has come to reclaim the skies. You grew up climbing rigging, swinging between masts, laughing in the face of danger and learning to fly to defend your home from those below.

Identity

Choose, or write your own

Aniket, Dev, Dipak, Jayesh, Kalyan, Mayur, Navin, Pravin, Rakesh, Suraj

Anisha, Chanda, Esha, Indira, Jyotsna, Kavita, Mira, Riya, Tara

Age Ranges: *Young Adult (16-19), Sailor (20-25), Old Hand (25+)*

Airship Names

Choose, or write your own

Anand, Devapala, Flaschenpost, Haridhrava, Joshi, Schatzsucher, Vikranta

People

Choose all that apply

Skyborn, or Skyborn and another.

Expectations

Tell the table or write it out

This is an archetypical image of a Skyborn. What resonates with you? What doesn't?

- *Masculine, feminine, or third gender.*
- *Bold, free, expressive, transgressive. At home in their place on the ship.*
- *Lithe, tough, in top physical condition. Hands and feet tar-stained from rigging.*
- *Simple clothes in bright patterns, wearing whatever wealth you have*

Character History

Choose all that apply

I was taught to fly by...

- ... a parent, to mind the home.
- ... myself, just playing around.
- ... the leader of the defense squadron.
- ... embarrassingly, a groundpounder.

I left my home because I was...

- ... too impatient.
- ... too queer.
- ... too irresponsible.
- ... too rebellious.
- ... too curious.
- ... too grounded.
- ... too tired.
- ... too independent.

I fly so I can...

- ... strike it rich.
- ... chase thrills.
- ... return home better.
- ... be my own person.
- ... find my destiny.
- ... make friends.
- ... prove myself.
- ... have a good time.

Questions

Write your answers, and speak them

- When did you first touch the ground, and for what purpose?
- What do you think you'll find on the ground you couldn't have in the air?
- Do you have a way to find your home, should you wish to return?
- What has to change before you would return home?

Trust

Ask and record answers

Trust the groundpounder you've known longest, and any other Skyborn on the crew.

Otherwise, keep you distance.

Start With...

Assets

Choose 2

- ○ A wingsuit crafted from a great bird.
- ○ An old but beautifully decorated firearm.
- ○ A fine sword that can cut anything.
- ○ A small trade balloon and four crew.

Baggage

Choose 4

- ○ A pet bird, who knows a few words.
- ○ A blue crystal which sometimes levitates.
- ○ A large, ornate clockwork key.
- ○ A belt that is almost certainly dragonskin.
- ○ A treasure map of dubious validity.
- ○ A compass that points somewhere odd.
- ○ The blueprints for an amazing airplane.
- ○ A deck of cards with strange icons and art.

Planes

Choose 1, or a used plane worth up to to 15ƀ

- ○ Ajeet Interceptor (Used)
- ○ Shamsher Interceptor (Used)
- ○ Bahadur Escorts (Used)
- ○ Cheetal Fighter (Used)

Familar Vices

Choose 2

- ○ Drinking
- ○ Coffee
- ○ Prayer
- ○ Flying
- ○ Music
- ○ Theater
- ○ Casual sex
- ○ Stargazing

Choose, and add +1 to a stat.

Wingwalker

Always keep a sure footing.

Hard	Keen	Calm	Daring
-2	-2	+2	+4

Trickster

They'll fall for anything.

Hard	Keen	Calm	Daring
-3	+3	-1	+3

Defender

Who else is going to do it?

Hard	Keen	Calm	Daring
+2	0	-2	+2

Trader

It's a living.

Hard	Keen	Calm	Daring
-1	-2	+3	+2

Flying Circus

Name

Age Pronouns

Hard Keen Calm Daring

Stress ○○○○ ●●●●●○ xp

Triggers

- If your plane lost control.....1 Stress
- If fought humans .....1 Stress
- ... other Skyborn, even..... 2 Stress
- If you were forced to land.....3 Stress
- If you failed the mission .....1 Stress
- If the plane caught fire..... 2 Stress
- If the fuel ran dry .....1 Stress

Vents

- Call somebody out. Make it hurt.
- Pick a fight with a local.
- Pointlessly put yourself in danger.
- Deliberate, egregiously, and hilariously violate local customs.
- Get your stuff packed and move on to the next town, right now.

Comrades Trust?

○
○
○
○

Familiar Vices

Intimacy Move

Start with this Move

Aloft: *When you get intimate with somebody on the ground,* they can teach you a move as per a Move Exchange.

If you use this move in the air, you can instead teach them a move in the same way, and it costs only 2 XP.

Personal Moves

Take Nomad and choose 3 more

● **Nomad:** *While in groundpounder towns*, you take 1 Stress when you...

- Introduce yourself to others.
- Spend more than 1 Routine in a town.
- Press the Issue +Calm.
- Pay 1 or more thaler for something.

If you are Stressed during Introspection, you can choose to cross out a Skyborn move you have not taken yet to mark one of these triggers. When you do, describe how you change (name, presentation, gender expression, actions) to blend in. The trigger now takes effect *when in Skyborn communities* instead.

You can cross out 3 moves max, and crossed out moves can only be learned in a Move Exchange with other Skyborn. If you learn one of those moves, remove a trigger entirely.

○ **Swashbuckle**: *When you use a melee weapon nonlethally*, attack +Daring. On a hit, disarm them, trip them up, or make a fool of them. On a critical hit, all of the above.

○ **Leap of Faith**: Each Routine, hold 1. *When you fall or jump into open air*, spend that hold to have something, anything, catch you.

○ **What's Up Danger**: *When you do something flashier than you need to*, take -3 forward. If you get a hit, choose one: Onlookers are stunned, impressed, or dismayed (your choice), or everyone is looking at you instead of something else.

○ **We Have History**: *When you arrive in a town*, either establish two facts about it, one of which is bad news for travellers, or three facts, one of which is bad for you specifically.

○ **Free as a Bird**: You can use a wingsuit: a glider with 1 Energy Loss, 3 Turn Bleed, 120 Handling, a Stall Speed of 2, and 0 Stability. Each flight, hold equal to Daring: spend to ascend 1 Altitude on a thermal for free. You are only hit on a critical, but all hits strike you, the only vital component.

○ **Up the Rigging**: *When you are barefoot*, if you score a 16+ on a roll while Wingwalking, you take Advantage forward. On a Fault, lose your footing.

○ **Overstayed your Welcome**: *When you make a sudden escape*, roll +Daring. On a 16+, you're out of there and you take everything and everyone valuable with you. On an 11-15, leave something valuable behind.

Other Moves & Notes

Start with 1 Mastery Move and 1þ

Mastery Progress ○○○○○

A Skyborn

A Student

Academic Enclaves

The great seats of learning of the Old World were grand universities, where the next generation of the intellectual elite were educated. Once cloistered and isolated religious academies, they gradually evolved to serve the demands of the industrial revolution. After the fall of the world, they continued much as they always had, ruled by their deans and professors as private fiefdoms and confronting the rigours of the new world with grad student labour. You learned to fly as part of your education.

Name

Choose, or write your own

Albert, Engelbert, Friedrich, Hugo, Immanuel, Ludwig, Max, Theodor,

Amalie, Dorothea, Friedrica, Grete, Hannah, Käte, Marianne, Tanja

Adorno, Arendt, Ehrmann, Flügge-Lotz, Kant, Leibniz, Stirner, Wolff

Age Ranges: *Prodigy (19-22), On Track (23-26), Adult Student (27-32)*

Schools

Choose, or write your own

Geinshoven, Heidelheim, Herzogbrunn, Obergrafenhorst, Steinfurth

People

Choose all that apply

Städter, Rishonim, Edelfrei, or any other

Expectations

Tell the table or write it out

This is an archetypical image of a Student. What resonates with you? What doesn't?

- *Masculine, feminine, or nonbinary.*
- *Brilliant, hard-working, dedicated, self-assured, above the uneducated.*
- *The body is merely a tool for the mind. Hands stained from chalk and ink.*
- *Dressed respectably, tweed and ties. Coats in the lab, robes for formal situations.*

Character History

Choose all that apply

I was taught to fly by...

- ... the University militia team.
- ... a TA, while prepping to leave.
- ... a physics professor, in a classroom.
- ... yourself, to test new inventions.

I love my school because it's...

- ... so isolated.
- ... so exclusive.
- ... so orderly.
- ... so advanced.
- ... so safe.
- ... so communal.
- ... so queer.
- ... so traditional.

I'm pursuing my thesis so I can...

- ... become one of the ruling elite.
- ... challenge myself.
- ... pursue important research.
- ... live an easy life.
- ... prove my professors wrong.
- ... be remembered forever.
- ... pay for something important.
- ... escape the school for a while.

Questions

Write your answers, and speak them

- Did you seek out your school and education, or were you born there?
- How do the professors abuse their power?
- To whom are you deep in debt with for your education?

Trust

Ask and record answers

As a test, ask every other character an obscure question about world. If they know the answer, trust them. If they didn't, they're clearly an idiot.

You get to decide what the answers are.

Start With...

Assets

Choose 3

- ○ A set of high-quality engineering tools.
- ○ A collection of useful reference books.
- ○ A compact camera.
- ○ A unique melee weapon that can stun.
- ○ An underclassman you can boss around.
- ○ Sterile and cutting edge medical tools.

Baggage

Take on Debt and choose 2 others

- ● Crippling debt.
- ○ A portable typewriter.
- ○ Extensive and updated world maps.
- ○ Family out in the world.
- ○ A research task outside your speciality.
- ○ A set of blueprints for something special.

Planes

Choose 1, or design a plane worth up to 20₿

- ○ Gernsback Experiment 0012 (Used)
- ○ Thaler Kobra M01 (Used)
- ○ Das Gegenbeispiel (Used)
- ○ Teicher 'Schnelles Mammut' (Used)

Familar Vices

Choose 2

- ○ Drinking
- ○ Cannabis
- ○ Reading
- ○ Gluttony
- ○ Procrastination
- ○ Hookups
- ○ Napping
- ○ Caffeine

Choose, and add +1 to a stat.

Researcher

Well, actually...

Hard	Keen	Calm	Daring
0	+2	0	-1

Inventor

Either this works, or... it doesn't.

Hard	Keen	Calm	Daring
-1	-2	+2	+2

Tourist

Can't wait to see it all!

Hard	Keen	Calm	Daring
+1	+1	-2	+1

Study Buddy

We might be killed! Or worse, expelled.

Hard	Keen	Calm	Daring
0	+2	+2	-3

Flying Circus

Name

Age Pronouns

HARD KEEN CALM DARING

Stress ○○○○ ●●●●●○ XP

Triggers

- If fought at all .....1 Stress
- If you were wrong .....1 Stress
- ... and it got someone hurt..... 2 Stress
- If you got hurt .....1 Stress
- If your plane lost a vital part.....1 Stress
- If there was a fire.....1 Stress
- If you were injured.....1 Stress
- If you didn't learn anything.....1 Stress

Vents

- Tear up work (remove 1 Progress mark)
- Make decisions for the team.
- Spend money you don't have.
- Lock yourself in to your work.
- Deride the intelligence of others.
- Steal or plagiarize work.
- Make a roll without a skill you could have used.

Comrades Trust?

○
○
○
○

Familiar Vices

Intimacy Move

Start with this Move

Curiosity: *When you put aside your work for somebody,* each of you asks another a personal question. You do not need to answer, or answer honestly, but each question answered honestly gives everyone 1XP. Nobody can be asked more than one question.

If you use this move in the air, anyone who is honest gets +1 XP.

Skills

Assign 5 Points

When a Skill would be applicable to a roll, you can add a bonus equal to your points in the skill. It costs 3XP to add 1 to any Skill.

Physical Education	●●●	Arts & Literature	●●●
Clinical Psychology	●●●	Engineering	●●●
Politics & Law	●●●	History & Mythology	●●●
Biology & Medicine	●●●	Economics & Business	●●●

Personal Moves

Take Thesis and choose 1 more

● **Thesis:** Once per routine, *if you give up on something the rest of the team is doing to work on your Dissertation*, mark 1 Stress and tally 1 for Dissertation Progress.

When you present your thesis, roll 2d10+Progress. On a 16+, you may choose to retire to academia as your Destiny. Your comrades can all use your Skills for rolls, providing they can contact you. Otherwise, erase all your Dissertation progress.

○ **Tinkerer:** *When you create something (a contract, a map, a weapon, an engine) or fix something (a machine, a law, a person),* state how it should work and roll +Calm. On a hit, it works. 16+, choose 1: accept a limitation or complication from the GM, or pay extra to get it to work right. On an 11-15, take both.

○ **Know It All:** *When you offer an explanation,* speak it and roll +Keen. On a 16+, it's true. On a 11-15, you're mostly right: pick another player to tell the rest of the story. The team takes +2 forward if they use this information. On a miss, you're very wrong.

○ **Anthropology:** *When you ask about where somebody came from,* roll +Hard. On a 16+, you can spend XP to take one of their moves as though there was a Move Exchange. They do not spend XP, get a Move, or get to veto your choice, but they gain 2XP if they Break Trust with you.

Other Moves & Notes

Start with 1 Mastery Move and 3þ

Dissertation

Mastery Progress ○○○○○

A Student

A Survivor

Dead Cities

At the End, when there was nothing left to lose, terrible weapons were unleashed against the industrial heart of the Old World. Millions died when the black smoke crept into shelters or chewed through seals and masks. The lucky ones stayed dead. A rare few individuals survived, clinging to life amongst the ghosts of the Old, and the demons that came after. You learned to fly to escape.

Name

Choose, or write your own

Choose a name from another playbook, and/or choose a nickname for yourself informed by your environment or habits.

Does the name feel like it belongs to you? Who spoke it aloud last?

Age Ranges: *Old Enough to Remember (26+), Too Young to Remember*

Cities

Choose, or write your own

Doanaburg, Einchenfeld, Neustadt, Oberzell, Schrottlingen

People

Choose all that apply

Any, but obscured to others and distant to you.

The Mask

Answer the following

Your appearance, voice, and identity is buried under layers of protection.

- *You wear a mask to let you breath. Is it military, civilian, or improvised?*
- *A suit keeps the gas from your skin. Is it a wax-sealed coat or a rubberized suit?*
- *What is under the suit? Outdated fashions, clothes you've outgrown, a uniform?*
- *You carry a sentimental item for your childhood. What is it? What does it mean?*

Character History

Choose all that apply

I was taught to fly by...

- ... an old instructional film.
- ... another survivor, before they passed.
- ... myself, through trial and error.
- ... a parent, so I could have a chance.

I left my home because I was...

- ... too scared.
- ... too tired.
- ... too lonely.
- ... too old.
- ... too constrained.
- ... too restless.
- ... too sad.
- ... too alive.

I fly so I can...

- ... stop being scared.
- ... never be helpless again.
- ... heal the shades of the dead.
- ... help others feel safe.
- ... do more than survive.
- ... be free of this mask.
- ... figure out who I am.
- ... be like the heroes I remember.

Questions

Write your answers, and speak them

- What was the nature of the gas that clung to your city? How was it a complex threat?
- What did you eat? Where did you sleep? What resource was always scarce?
- Who safeguarded you in your younger days?

Trust

Ask and record answers

Ask the others who was the first person who did something nice for you. Trust them, value them, hold them close. Trust nobody else.

Start With...

Assets

Choose 3

- ● Your gas mask.
- ○ A loyal dog or scrappy pet cat.
- ○ Relatives, somewere out there.
- ○ Improvised homemade armour.
- ○ A salvaged or homemade gun.
- ○ Two other survivors who stick by you.
- ○ A flare gun for signalling.
- ○ The location of valuable salvage.

Baggage

Choose at least 3

- ○ A need to find the exits of every room.
- ○ A little jump any time you're addressed.
- ○ A long routine of checking the gas seals.
- ○ A habit of hand-wringing when nervous.
- ○ A pathological need to avoid arguments.
- ○ A compulsion to hoard food.
- ○ An inability to meet anyone's eyes.
- ○ A noticable stutter or overly quiet tone.

Planes

Choose 1, or a used plane worth up to to 15₿

- ○ Ritter 'Erstaz S' (Used)
- ○ Hugo's Ganzmetall Wunderfluzeug! (Used)
- ○ Kreuzer Spinne V8 Conversion (Used)
- ○ L&L Kessel IIb (Used)

Familar Vices

Choose 2

- ○ Drinking.
- ○ Fidgeting.
- ○ Reading.
- ○ Wandering.
- ○ Sleeping.
- ○ Talking.
- ○ Watching films.
- ○ Cleaning.

Choose, and add +1 to a stat.

Feral

You've sorta forgotten how to be.

Hard	Keen	Calm	Daring
+3	+3	-2	-2

Wide-Eyed

You didn't know there was so much life.

Hard	Keen	Calm	Daring
-4	+3	+2	+1

Recluse

Everything always happens so much.

Hard	Keen	Calm	Daring
-2	+3	+3	-2

Resigned

Your time was always coming.

Hard	Keen	Calm	Daring
0	+2	-2	+2

Flying Circus

Name

Age Pronouns

Hard Keen Calm Daring

Stress ○○○○ ●●●●●○ xp

Triggers

- If you fought at all.....1 Stress
- If your braved poison gas .....1 Stress
- If your engine stopped .....1 Stress
- If a friend was hurt .....1 Stress
- ... if they died.....3 Stress
- If you ran out of fuel or ammo ...1 Stress
- If you couldn't escape .....1 Stress
- If you had to socialize..... 2 Stress

Vents

- Ruin a social gathering.
- Hide yourself away somewhere.
- Steal something.
- Stockpile something useless.
- Run away to somewhere unsafe.
- Find the high ground and stay there.

Comrades Trust?

○
○
○
○

Familiar Vices

Intimacy Move

Start with this Move

Together: *When you try to be intimate with others...*

- If you only have Masked, it doesn't happen.
- If you have Comfort Object, gain 1 Progress.
- If you've crossed both out, the participants all tell a secret about themselves and hold 1. These holds can be spent to reroll a move.

If you use the final move in the air, everyone gains 2 holds.

Personal Moves

Take Masked and choose 3 more

● **Masked:** *While you are wearing your mask*, you are at Disadvantage to Get Real or Press the Issue. When you reveal a detail about the person under the mask, take 1 Stress. At 6 details, remove your mask in front of a comrade, and gain Comfort Object.

○ **Comfort Object**: When you are in a safe place, you may remove your mask. *When you are not wearing your mask*, whenever you Press the Issue, Get Real, or the first time you talk to anyone new, roll 1d10+Progress. On a 1-8, you must put your mask back on, and suffer the Masked penalties. After each roll you make, mark 1 Progress.

At 8 Progress, cross out your starting moves and add +1 to all your Stats. (max 5)

Masked ○○○ Progress ○○○

Comfort Object ○○○○ Progress ○○○○

○ **Cornered Animal:** *When you look for an exit,* roll +Keen. On a 16+, hold 1 for the scene: spend it to bail. 11-15, take +2 Keen forward. Miss, no way out, but take +2 Hard forward.

○ **Tough it Out**: You never pass out from Injury.

○ **Scavenger**: When you search a ruin or downed plane, name what you hope to find and roll +Keen. On a 16+, it's there. On an 11-15, you find something that might work for the same purpose, with some effort.

○ **Expendable**: While on Overwatch, you may choose to Take Fire for a comrade, giving them Advantage forward.

○ **Paranoid Sense**: *When you make a pessimistic prediction,* mark 1 Stress and take Advantage forward.

○ **Gone Feral**: *When you brawl vicious,* everyone in the fight (you included) takes 1 Injury.

○ **Of Two Minds**: Select a second statline from any playbook. *While your mask is off,* use that statline instead. When you change a stat, use the same adjustments on both statlines.

○ **Make Do**: You personally cost 0 Upkeep.

Other Moves, Holds, & Notes

Start with 1 Mastery Move and 3þ

Your mask is both Gas Protection and a Filter Mask (page 179), but without penalties.

Mastery Progress ○○○○○

A Survivor

A Scion

Hidden Fortress

As empires came to prominence, the old nobility waned. Their gleaming mountain castles, built atop mines and vast caverns, fell into disrepair, their children marrying industrialists and petrol barons to stay afloat. Eventually, the government appropriated the buried keeps as hidden factories for the war effort. When the end came, these shelters were occupied only by minor nobles, their staff, and a wealth of machines. You learned to fly the underground tunnels in a brand-new aircraft.

Name

Choose at least three, or write your own

Archibald, Derek, Friedrich, Karl, Leon, Otto Walter, Wilhelm

Adelaide, Elsa, Louise, Maria, Minna, Theodora, Theresa, Wilhemina,

Pick a town and put 'von' in front as your family name.

Age Ranges: *Youth (16-22), Adult (23-30)*

Estate

Choose, or write your own

Kohlhof, Kottbach, Pützlow, Ribbeck, Seelestadt

People

Choose all that apply

Edelfrei, Städter, or perhaps other sorts.

Expectations

Tell the table or write it out

This is an archetypical image of a Scion. What resonates with you? What doesn't?

- *Masculine, feminine, or intriguingly androgynous.*
- *Educated, refined, honourable, arrogant. Always puts the family first.*
- *Well fed, well groomed, elegant. Hands pristine, free from hard work.*
- *Perfectly tailored formal clothing that shows your wealth and good taste.*

Character History

Choose all that apply

I was taught to fly by...

- ... one of the last of the glider-knights.
- ... an instructor, from a young age.
- ... a family member who flew in the war.
- ... a commoner, during my escape.

I left my home because I was...

- ... too restless.
- ... too queer.
- ... too bored.
- ... too irresponsible.
- ... too adventurous.
- ... too complacent.
- ... too detached.
- ... at risk of death.

I fly so I can...

- ... earn my parent's respect.
- ... find glory and honour.
- ... prove that I am not obsolete.
- ... restore my family's wealth.
- ... find a place among the commoners.
- ... restore my family's reputation.
- ... live up to my family name.
- ... pass the time.

Questions

Write your answers, and speak them

- What is the noble history of your house? What grand historical events were they part of?
- What is your estate like? What does it produce, what are its traditions?
- Who is ruling in your stead? Are they family, or lesser? Why can't you trust them?
- What has to change before you would return home?

Trust

Ask and record answers

Ask the other players if they recognize the power of your noble title. Trust those that know their place.

Start With...

Assets

Choose 3

- ○ A loyal footman or maid.
- ○ A fine sword and silver breastplate.
- ○ A clockwerk Attendant and its key.
- ○ Famous hierloom of considerable value.
- ○ A high-tech sidearm.
- ○ Titles and deeds proving your identity.

Baggage

Choose at least 2

- ○ You didn't leave home voluntarily.
- ○ You aren't in full control of the Estate.
- ○ Your family has been long disgraced.
- ○ Your family has a reputation for cruelty.
- ○ You aren't as noble as you pretend to be.
- ○ Somebody else stands to inherit.

Planes

Choose 1, or a new plane worth up to to 45₽

- ○ Markgraf Attentäter C (New)
- ○ Von Morgen Vampyr (New)
- ○ Königskondor L.1 (New)
- ○ Hugo's Stahl-Jagdbomber! (New)

Familar Vices

Choose 2

- ○ Drinking.
- ○ Opium.
- ○ Hunting.
- ○ Gambling.
- ○ Card Games.
- ○ Theater & Music.
- ○ Casual sex.
- ○ Sports.

Choose, and add +1 to a stat.

Fahnenjunker

Nobility is taken at the end of a sword.

Hard	Keen	Calm	Daring
+3	+1	-2	0

Highborn

I won't sully my hands with such things.

Hard	Keen	Calm	Daring
0	+1	+2	-1

Dilettante

Oh, that sounds dreadful.

Hard	Keen	Calm	Daring
-1	+2	+2	-1

Charlatan

... well you see, I was adopted.

Hard	Keen	Calm	Daring
-2	+4	-2	+2

Flying Circus

Name

Age Pronouns

Hard Keen Calm Daring

Stress ○○○○ ●●●●●○ XP

Triggers

- If you were wounded.....1 Stress
- If you were disobeyed.....1 Stress
- ... but everything worked out..... 2 Stress
- If your plane was damaged.....1 Stress
- If you had to fight family. ..... 2 Stress

Vents

- Take money from your estate for something frivolous.
- Insult the heritage of a comrade.
- Claim something that isn't yours.
- Challenge somebody to a duel.
- Blame somebody else for your failures.
- Go to the law with a complaint.

Comrades Trust?

○
○
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○

Familiar Vices

Intimacy Move

Start with this Move

Entrusted: *When you hold those you care for close,* figure out among your partners who takes charge. If it's you, add +1 to a Stat for the rest of the routine. If it's one of them, clear 2 Stress immediately.

If you use this move in the air, all of you get the benefits, though you should still figure it out.

Estate

As the Scion, you have an Estate, a town and its associated people and industry you are nominally the ruler of. It is a Town in every sense and starts at Wealth 1. Every routine, roll 2d10+Wealth. On a 16+ it gains +2 Wealth, on a miss it loses 1 Wealth. (Max. 5)

At any time, you can tap the resources of the Estate, reducing its Wealth by 1 to gain 10þ.

When you visit your Estate, you can give up 15þ, equivalent goods, or do a pro bono job to increase its Wealth by 1, max. once per Routine. If the Estate hits -3 Wealth, they revolt.

When you give other classes your Moves, they use your Estate's Wealth stat.

Personal Moves

Take The Finer Things and choose 3 more

- ● **The Finer Things:** Every Routine you must spend an additional Thaler on personal upkeep. If you don't, take 2 Stress. The second time you Burn Out, cross this move out.
- ○ **Don't You Know Who I Am:** *When you use your title and bluster to get what you want,* Press the Issue + your personal Company Value.
- ○ **Gold Standard:** When you take from your Estate, take 15þ instead of 10þ.
- ○ **I'm Too Good For This:** When you miss a move, any move, reduce your Estate Wealth by 1 to get a full success instead.
- ○ **Family Ties:** *When you land in a new town*, roll flat. On a hit, you have a family connection to the ruler or somebody important here. On a 16+, they actually like you.
- ○ **Glorious History:** The power of your family name adds +1 to your personal Company Value. This move can only be learned by other characters if they are an Ace already.
- ○ **Old Tales:** *When you tell a story of your family history, true or not,* hold 1. *When you follow or defy the lesson of the story,* spend the hold for Advantage.
- ○ **Entitled:** *When you call on your home to furnish you with something,* roll Get Stuff +Estate Wealth. Either pay for it, or reduce their Wealth by 2 to take it for free.
- ○ **Annexation:** *When you incorporate a new town into your Estate,* add +2 Wealth. If they join willingly, add +4.

Other Moves, Estate Details, & Notes

Start with 1 Mastery Move and 12þ

Mastery Progress ○○○○○

A Scion

A Worker

Industrial Town

The Old World might be gone, but many of its technological wonders persist, and to keep them going, those towns that can still support industry work double-hard. Many people, be they refugees from the old cities or poor folks from across the world, come to these places in hopes of steady work. They'll find it, more often then not, but that labour is frequently backbreaking and the compensation paltry. Compared to that, who wouldn't want to take to the skies?

Name

Choose, or write your own

Anthony, Dietrich, Gunter, Hans, Hermann, Jan, Klaus, Werner, Willy

Bertha, Emma, Gertrud, Hilda, Ilse, Ingrid, Karla, Mercédès

Moser, Scheffler, Hamann, Muller, Schmidt, Weber, Becker, Bauer

Age Range: *Youth (16-22), Adult (23-30)*

Current Residence

Choose, or write your own

Choose a town from another playbook, though it is far behind you now.

People

Choose all that apply

Städter, Himmilvolk, Rishonim, or any other.

Expectations

Tell the table or write it out

This is an archetypical image of a Worker. What resonates with you? What doesn't?

- *Masculine, feminine, or nonbinary.*
- *Responsible, organized, hardworking, never complains. Always tired.*
- *Worn, sore, gone to seed. Hands rough, stained, often scarred.*
- *Simple, drab, cheap clothing, hard-wearing enough for the job ahead.*

Character History

Choose all that apply

I was taught to fly by...

- ... an expensive training course.
- ... a family member, passing it on.
- ... an instructor when I was conscripted.
- ... nobody, I'm just winging it.

I left my home because...

- ... jobs dried up.
- ... it was killing me.
- ... they learned i was queer.
- ... I got hurt and fired.
- ... I want something better.
- ... I broke the law.

I fly so I can make some money and so I can...

- ... make sure my kids have it better.
- ... finally get on that adventure.
- ... do something with my life.
- ... break free of my obligations.
- ... maybe retire, ever.
- ... escape the town I've been stuck in.
- ... pay off some serious debts.
- ... find a reason to keep going.

Questions

Write your answers, and speak them

- What were you, before you were another anonymous worker?
  - Take 2 Personal Moves from another playbook to represent this origin, or two additional Worker moves if this is all you've ever know.
- What was your dream job, as a child? What job did you actually end of working?
- Where are your family staying, if not with you?

Trust

Ask and record answers

You trust everyone. They're your co-workers, you're not here for drama.

Start With...

Assets

Choose 3

- ○ A plane large enough to carry your family.
- ○ A simple, robust sidearm.
- ○ A membership in a large union.
- ○ Two coworkers with special skills.
- ○ A house somewhere relatively safe.
- ○ A set of solid boots.

Dependents

Choose 2

- ○ A spouse without meaningful income.
- ○ A parent, now old and infirm.
- ○ A number of small children.
- ○ A sibling, unable to work.
- ○ A close friend, disabled.
- ○ An apprentice, learning your trade.

Planes

Choose 1, or a plane worth up to to 15₽

- ○ Theler Kobra MB (Used)
- ○ König-Werke Alder-N (Used)
- ○ Kreuzer Skorpion (Used)
- ○ Markgraf Volksfestung A (Used)

Familar Vices

Choose 3

- ○ Drinking.
- ○ Opiates
- ○ Tabacco.
- ○ Cannabis.
- ○ Music.
- ○ Bickering.
- ○ Reading.
- ○ Sleeping.

Choose, and add +1 to a stat.

Jobber

Let's get paid and go home.

Hard	Keen	Calm	Daring
+1	+1	+1	+1

Worn Down

Just punching the clock.

Hard	Keen	Calm	Daring
+2	+2	+2	-4

New Lease on Life

Beats going back to the mines!

Hard	Keen	Calm	Daring
+2	-1	-1	+2

Safety Inspector

No point taking extra risks.

Hard	Keen	Calm	Daring
-2	+2	+4	-2

Flying Circus

Name

Age Pronouns

HARD KEEN CALM DARING

Stress ○○○○●●●●●●◎ XP

Start with 3 Stress

Triggers

- If you took a life.....1 Stress
- If there was combat. .....1 Stress
- If your plane got shot. .....1 Stress
- If you were wounded. ..... 2 Stress
- If a comrade was wounded. ..... 2 Stress
- If your plane stopped working... 2 Stress
- If you had to wingwalk.....1 Stress
- If the job got out of hand. ..... 2 Stress

Vents

- Complain about your circumstances to a comrade.
- Buy something nice for yourself.
- Complain about pay to a comrade.
- Stir up trouble with the employees.
- Deliberately trigger End of Night by maxing out your Vice track.

Comrades Trust?

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Familiar Vices

Intimacy Move

Start with this Move

Share the Burden: *When you are intimate with comrades,* the Stress of all the characters participating can be freely redistributed between them. If there are any NPC participants, 1 Stress is also removed from each PC.

If you use this move in the air, 1 additional Stress is removed from each character.

Personal Moves

Take Breadwinner and choose 3 more

● **Breadwinner:** Instead of personal upkeep, you have two Dependents. Write their names, and mark 1 on one and 2 on the other. Each Routine, during Expenses, choose to pay 0, 1, or 2 Thaler for each Dependent. If you pay 0, erase one mark. If you pay 2, mark their track and describe what special thing you do for them to make their lives easier.

A Dependent at 2 Marks removes 1 Stress per routine. A Dependent losing a Mark gives 1 Stress, and at 0 Marks they cause 1 Stress per routine ongoing.

_____ ○○○ _____ ○○○

○ **There for You:** *When you Get Real,* your target always loses 1 Stress.

○ **Get it Done:** Each Routine, hold 3. Spend that hold to score a partial hit on any roll, without rolling first.

○ **Time Out:** *When you intervene in a dispute*, roll +Calm. On a hit, the conflict cannot escalate to violence. 16+, everyone names a compromise they would be willing to make.

○ **Hard Drinking:** You may reroll two dice in the End of Night roll.

○ **Old Reliable:** After 3 Routines in the same plane, without it being modified or upgraded, the plane gains +8 Toughness and +3 Reliability. This is once per plane, and the bonus is removed if the plane is modified.

○ **No Drama:** The first time each Routine that somebody Vents with you as the victim, instead of Stress you take 2 XP directly.

○ **Open Mind:** When you perform a Move Exchange, both sides can learn as many moves as they have XP for from one another, instead of just 1. Other playbook moves cost 1 less XP to learn, and this character can teach any move they've learned.

○ **Domestic Bliss:** While you have 0 Stress, take +1 ongoing to all rolls outside of air combat.

Other Moves & Notes

Start with 1 Mastery Move and 3þ

All your XP costs are doubled.

Mastery Progress ○○○○○

A Worker

Flying Circus

Name	Position	Upkeep

Plane	Upkeep

Overruns

- ○ Go up with half fuel.
- ○ Go up with half ammo.
- ○ Bombs at -3 Attack.
- ○ +1 to Jam values.
- ○ Rotary engines -3 Reliability.
- ○ No free repairs.
- ○ Upset Employees.
- ○ Take +1 Stress per Routine.
- ○ No more Scrip.

Fame ○○○○○

- ○ **Defenders:** If you are defending a town, halve your Tab before rolling.
- ○ **Hard at Work:** Get +1d10 pay for jobs that don't mandate combat.
- ○ **Good Bosses:** Your Labour Clock has 8 Segments, and you have Advantage to Get Stuff when hiring.
- ○ **Good Credit:** When you take a loan, you may choose to halve the interest or forgo the collateral.
- ○ **Feared: In a large battle, the enemy start with 1 mark their Battle Clock.**
- ○ **Solid:** Add +3 to your Company Value.

Infamy ○○○○○

- ○ **Bad Sports:** Your foes will never respect any attempt to surrender on your part.
- ○ **Gone Soft:** Towns will offer -1d10 for jobs when they have a sob story.
- ○ **Raiders:** Add a result to Get Work, "The work is on the level". If you don't take it, the work is always morally dubious.
- ○ **Resented:** The Labour Clock is reduced to 4 Segments.
- ○ **Death Mark:** Name an organization or Circus with long reach that are not hostile. They will shoot on sight.

Company Name _____ Structure _____

Company Value

Roster

Game Basics

You are fantasy aeroplane pilots. This game is played in a cycle between air combat and a ground game where you pay for things.

Tell the table what your character does. Your actions will trigger Moves: resolve them as they come up. If a move asks you to roll dice, you roll 2d10 + one or more stats.

When you have Advantage, roll 3d10 and drop the lowest. When you have Disadvantage, drop the highest. Use a different dice colour for the extra die: if it's a 1 on Advantage or a 10 on Disadvantage, it is a Fault.

When you take Injury, it gives an equal penalty to all your rolls. At 3 Injury, you pass out. You can only die if you agree to.

Universal Moves

These moves can happen at any time. Many of them relate to Stress, which builds up on your character, and the binary state of Trust that exists between characters.

Press your Luck

When you take a risk, you do it, and consequences unfold.

Break Trust

When you lose trust in a comrade, erase their mark and choose one.

- Keep your feelings hidden, and take 1 Stress.
- Show directly and explicitly how you feel, and remove 1 Stress.

Restore Trust

When you show faith in a comrade, mark Trust and take 1 Stress.

Help/Hinder

When you put yourself at risk help a comrade, give them Advantage forward. If you didn't trust them, Restore Trust.

When you make a point to hinder a comrade, give them Disadvantage forward. If you trusted them, Break Trust.

Discover Beauty

Once per routine, when you witness beauty in the world, describe how you are moved by what you see, and lose 1 Stress.

Intimacy

When you share a moment of emotional (and possibly physical) intimacy with one or more characters, all PCs activate their Intimacy Move.

Preflight Checks

Set up your Instrument Panel, and cards for your Engine, Weapon, and Radiator if you need them. Place out tokens to track your Speed, Altitude, Wet Stat line, G-forces, RPM and Wear. Use a note or tokens to track your ammunition and fuel.

Your aircraft has Speed and Altitude. Altitude is measured in 100s of meters; an Altitude of 12 is 1200 meters up. Speed is measured in 10s of kilometer per hour; a speed of 15 is 150 kilometers per hour. Your Speed Factor is the 10s place of your speed; IE, a plane at speed 19 has a speed factor of 1. Your Altitude Factor works the same way.

Your aircraft's Structure is its Hit Points, made up of Toughness and Max Strain. When you take damage, it lowers your Toughness until it reaches 0, then it lowers Max Strain. At 0, your plane falls apart, and lower Max Strain means your plane can handle less Gs.

Your G-Force is how much stress your plane is currently under. You take a penalty equal to your G-Force on all moves where you roll, and if your G-Force is ever greater than the 10s place of your Max Strain, your plane is in danger of falling apart.

Your engines have an RPM gauge and a Wear gauge. RPM is how hard you are working your engines, and Wear is damage to those engines. As a rule of thumb, RPM of 6 or above is dangerous for an undamaged engine.

Contact!

When you take off, the GM yells "Contact!" Respond "Switch On!", mark 1 RPM on all engines, set cruising Altitude, and set Speed to the lowest Max in the squadron. Make engine noises as appropriate (page 279).

Air Patrol

When you lead the squadron on a search, roll +Calm. Take +1 for each subsequent Air Patrol in a mission. This stacks for multiple uses.

On a 16+, you find what you were looking for. On an 11-15, you find something else. On a miss, either something finds you and Engage is rolled at Disadvantage, or push Fuel Check and roll again.

Long Haul

When the squadron flies a great distance, roll flat. 16+, the rest of the journey is uneventful. 11-15, you face potential problems from your machine, a passing plane, or the ground. Once resolved, roll again.

Air Combat Basics

Flying Circus does not use maps or minitatures. Instead, all combat is handled abstractly, using air speed and altitude as the mechanical anchors.

Your goal in air combat is to get your guns pointed at enemy aircraft to shoot them down. As most guns are in the front of your aircraft, that means a lot of chasing and being chased.

There is no turn order in this game. Players act when prompted, NPCs act and react as the GM needs for the story. You don't have to keep track of everything all the time: anything you aren't paying attention to has disappeared and will need to be found again.

Always start combat with Engage, and always end with a Fuel Check.

Engage

Before combat, one player rolls 2d10. On a hit, choose 1. 16+, choose 2. The enemy then chooses 1. *When you join a fight or ambush*, just pick 1.

- Start with altitude advantage.
- Spot the enemy and act while they are unaware.
- Catch the enemy spread out.
- Come in behind your foe.

Fuel Check

When you check your fuel, use up 1 Fuel Unit for each of the below since you last checked.

- If you've been flying under power.
- If you've flown a long distance.
- If you've engaged in combat.
- If you've climbed more than 10 Altitude.

If a fuel tank is leaking, lose twice as much fuel.

Support Moves & Crew

Any character can do the moves in this section, including characters who are not pilots.

Crew on a plane can offer Advantage to Eyeball, and will also do the following.

- An Observer can attack enemies with small arms or gun turrets. Non-Observers firing these weapons are always at Disadvantage.
- A specialized Mechanic can perform in-air Maintenance.
- A specialized Bombardier gives Advantage to Bombs Away! rolls.
- A Navigator will give Advantage on Air Patrol/Long Haul.
- A co-pilot can take control, and reduce Flight Stress by 2 (min. 1).

Eyeball

When you scan around you, ask one of these questions (or devise a new one) and roll +Keen, +Visibility. If you aren't currently flying the plane, add +3. If you have other crew looking as well, take Advantage.

- Where have they gone?
- What is that? (plane/creature/machine)
- Who is that? (pilot/company/figure)
- What is hidden there? (sun/clouds/shadow/terrain)
- Where is their weak point?

Regardless of your roll, the GM gives an answer, and you take Advantage forward to react. On a 16+, the answer puts you in a position of strength. On a miss, the answer is one you don't want to hear.

Empty Seat

When there is nobody flying the plane, roll +Stability.

On a 16+, it ploughs on for a while. On an 11-15, the plane starts listing, turning, or diving.

Wingwalk

When you leave the safe areas of the plane, whenever you are called to roll an Attribute, roll +Daring instead of what the Move calls for.

Patch Fix

When you work on a damaged engine, roll +Keen.

On a 16+, choose 2. On an 11-15, choose 1.

- Negate 1 Wear. (Can choose more than once)
- Put out a fire.
- Patch and refill a damaged radiator.
- Restart an engine.

Manoeuvres

Manoeuvres are the moves you use to manage your aircraft's functions and features. You might say "I dive in, attack, and pull up afterward". It can also be dynamic, like "I want to escape while diving far enough to recoup my lost speed".

Extend

When you fly straight to regain speed, increase your speed up to Max Speed, add +1 RPM, reduce your G-Force tracker to 0, and...

- If you are clear of immediate danger, disengage from the fight.
- If you are in the thick of things, leave yourself vulnerable.

You cannot Extend if you don't have engine power.

Altitude Adjustment

When you point the nose up, trade Speed for Altitude, 5 to 1. If you are gliding, trade Speed for Altitude 6 to 1.

When you climb steady, reduce your speed to your Stall speed. When you next act, climb by up to your Climb and gain 1 RPM. You can't steady climb without engine power.

When you point the nose down, trade Altitude for Speed, 1 to 3.

If you aren't diving, and your speed is above your Max Speed, reduce your Speed by your Energy Loss. This can't take you below Max Speed.

Pull Up

When you pull up from a steep dive or out of an attack, take G-Force equal to Speed Factor. Spend Altitude to reduce G-Force taken, 1-1. You can take no more G-Force than 1/10th your Handling.

If you pull up at Altitude 0, Evade Danger.

Overstrain

When your G-Force exceeds the ten's place of your Max Strain, roll 1d10 per G (total, not over Strain). Subtract your Daring (unmodified), and take the total as Damage. If your plane survives, reset G-Force to the tens place of your Max Strain.

Overspeed

When you increase your Air Speed in excess of your engine's Overspeed, that engine gains 1 RPM, +1 per 5 Speed above Overspeed.

Boost

When you open the throttle, add your plane's Boost stat to your Speed, up to Max Speed. You can choose to add less than your full Boost.

If your Speed is below your Dropoff, double your Boost.

If you Boost in a dive, add to your Speed, even above your Max Speed.

Then, increase your engine RPM by 1.

Cool Off

When you pull back on the throttle to spare your engine, or when you exceed 7 RPM. reduce your Speed to your Max Speed or less.

For each engine, roll 1d20+Reliability for each RPM. Your engine takes 1 Wear per Failure. Then, reduce RPM and G-Force to 0.

If you cool off in the midst of a fight, the GM makes a hard move.

Stall/Spin

When your Air Speed falls below your Stall Speed, you stall out. *When you lose control,* you spin out. You may choose to induce either at any time.

In either case, choose one.

- Try to Recover.
- Make one last desperate move, and accept the consequences.

Recover

When you recover from a spin or stall, roll +Calm+Stability. On a 16+, you recover smoothly. On an 11-15, spin for 6 Energy. On a miss, spin for 12 Energy.

You must spend Energy (Speed or Altitude, in any mix) equal to the spin to recover. You must then Dive and/or Boost back to your Stall Speed.

Collision

When two planes collide, roll 1d20 per Speed Factor of the faster plane. Roll 1d10 if Speed Factor is 0.

If it's head on, roll 1d20 per Speed Factor of both planes.

Both planes take that much damage.

Air Combat

Here's the moves that really matter for air to air fighting. Remember: enemy planes never make these moves, only player aircraft. Air combat will inevitably come back to Dogfight!, which is used to resolve any time two planes are wrestling for dominance.

Stay on Target

When you press on through danger, roll +Calm. On a hit, you make it to the target, and only then face consequences. On an 16+, choose 1: take Advantage forward, or soften the consequences.

Evade Danger

When you swerve to avoid an impact, roll +Keen.

On a 16+, you did it. On an 11-15, choose one. On a miss, take all three.

- You are left vulnerable as you recover your nerves.
- Take 1d10xSpeed Factor Structure damage.
- Go into a spin.

Overwatch

When you watch over a friend, hold one. Spend your hold to...

- Help or Hinder one of their Moves.
- Place yourself between them and a pursuer.
- Drop on the tail of their pursuer, no roll required.

Chase!

When there's a straight line chase or race, compare speeds.

- *If you're at equal speed*, nothing changes.
- *If the pursuer is faster*, move one range band closer.
- *If the defender is faster*, move one range by farther away.

A different of speed of 10 or more means the chase immediately ends: the pursuer gets as close as they want, or the defender gets out of range.

If a plane is forced to turn, they count as slower regardless of speed.

Dogfight!

When you battle another plane for dominance in order to...

- *... pursue them, make an attack, ,* roll+Hard+Agility.
- *... escape a bad spot, bait them, defend,* roll+Keen+Agility.
- *... to turn the tables on your pursuer,* roll+Daring+Agility.

Spend Speed equal to Turn Bleed + Speed Factor after you roll. You may increase the result by spending additional Speed to *Commit to the Turn*. Each multiple of your Turn Bleed spent gives +1 to your result, and you gain G-Force equal to Speed Factor, +1 for every 10 Speed spent.

On a 16+, you pull it off. On an 11-15, you do it, but the GM chooses 1.

- Your success is brief, compromised, or incomplete.
- You are exposed to enemy fire or unexpected danger.
- Afterward, you lose track of where they are.

The GM choose +1 for each of: if you are *turning the tables*, if you are trying to get to Knife range, if you are fighting multiple foes. On a 20+, the GM chooses 1 less result. If there were already no results, you may choose to move to Knife range or take Advantage forward.

After resolving*, if there is a 10+ Speed difference between planes,* there is at best a brief window to attack, then the planes move apart.

Agility Bonus

We compare the Handling of the two aircraft to get an Agility bonus. If there are multiple planes involved, there is a primary attacker and a primary target whose stats are used.

If the PC has better handling than their foe, even just 1 point better, their Agility bonus is +1. After that, every 10 points of Handling difference between the two planes gives an additional +1, up to a maximum of +5. This works in reverse: if the player's plane has less Handling than their opponent, their Agility is -1. If it has 10 less Handling, -2, and so forth.

Commit to the Turn

When you Commit to the Turn, you add a bonus to your result which costs Speed equal to the bonus you need times your Turn Bleed. If you reduced your speed this way, increase your G-Force Tracker by your Speed Factor, and an additional +1 for every full 10 Speed reduction. Use your Speed from before you started spending to assign G-Force.

Shooting

Whenever you shoot, you're shooting with a single weapon system - a group of weapons that can be fired together. Check the weapon profiles on page 178.

Machine-Gun (MG)

Hits	4	Dam	2	AP	1	Ammo	10
Rapid Fire, Jam 1/2							

Every weapon system has a Range Chart. The four boxes in the chart list the number of hits and the amount of damage a weapon inflicts at different ranges:

- • Knife Range. Up to 10 meters. Parts flying off is a real danger.
- • Close Range. Up to 200 meters, use this range by default.
- • Long Range. Up to 500 meters. Some weapons still have a chance.
- • Extreme Range. Past 500 meters. Most weapons are useless.

Hull guns Hits drop off at 100/75/50/25 percent, but wing-mounted guns use 100/90/20/10. Then, for each band, multiply the Hits by the weapon's Damage stat. Here's an example range charge for two hull-mounted MGs.

Range	Knife	Close	Long	Extreme
Hits	4	3	2	1
Damage	8	6	4	2

Open Fire

When you shoot, spend Ammo, determine the range, and roll +Hard.

On an 11-15, shift the Range farther by 1. On a miss, shift farther by 2. On a 20+, shift closer 1. Inflict Damage and Hits accordingly.

Additionally, roll 1d20+Hits, -Target Armour Coverage.

On a 20+, the attack Crits; roll another Crit Check with 50% of the Hits as the last roll. (This penalty stacks with each additional Crit Check.)

A natural 20 always strikes a crewmember, a natural 1 never Crits.

- A Crit destroys one of the plane's Vital Parts (see page 60 for details.)
- A Deflection Shot is when the shooter must lead the target: there is a penalty equal to the target's Speed Factor.
- Rapid Fire gives Advantage by spending 1 more ammo and increase Jam chance.
- Shift 2 Range Bands closer when attacking slow large targets.
- Gunsights give a flat bonus.

Take Fire

When you are shot at, determine the range, and roll -Keen.
When another PC shoots at you, roll +Shooter's Hard, - Target's Keen.

This is Open Fire, but with the targeted PC rolling.

Draw a Bead

When you carefully line up a shot, choose 1, then Open Fire.

- Name a part or crew member. If you Crit, that's what you hit.
- Measure your range: Roll your attack +Calm instead.
- Maximum time on target: Move one range band left.
- Clustered Shots: Roll +1 Crit die.

After you shoot, the GM reveals the consequence of your tunnel vision.

Planes Going Down

Bail Out

When you bail out of a dying plane, tell the GM one thing you take with you and roll +Calm+Escape.

On a 16+, you make it out without trouble. On an 11-15, choose one: you take 1 Injury in the process of bailing or landing, or the plane descends 1d10 Altitude before you can get out.

If the plane hits the ground before you escape, Go Down.

If the plane is spinning out, take Disadvantage. *When you jump from an intact, steady plane,* you do it. *When you bail out without a chute, or below 300 meters,* hit the ground.

Go Down

When you put down anywhere you shouldn't, roll +Calm+Crash Safety.

On a hit, you land safely, more or less. 16+, choose 1. 11-15, choose 2.

- Each member of the crew takes 1d5-2 Injury.
- Take 1d10 x Speed Factor Damage.
- You land somewhere deeply unfortunate.

On a miss, take all three above, but choose one below as well.

- You or your crew die.
- The plane is completely totalled.
- The place is the worst possible spot imaginable.

If you land hard with no control over your plane, you're at Disadvantage.

Bushwack Mastery

The surest battles are the ones your enemy doesn't know they're fighting.

Victories: Aircraft or balloons shot down.

- ● **Ambush Predator:** *When you attack an enemy from above and with higher speed*, on an 11-15 to Dogfight, you can abort the attack and Pull Up instead of suffering other consequences.
- ○ **Vanishing Act:** If you roll a 20+ to Dogfight!, you may choose to have the enemy lose sight of you as a result. This allows you to slip away or sneak back up on them without rolling.
- ○ **Momentum:** *When you are in a dive*, add +1 Damage per Hit and +1 AP to attacks.
- ○ **Overdrive:** *When you Open Fire with a rapid-fire weapon while travelling faster than your Max Speed*, count your range as one closer.
- ○ **G-Tolerant:** Count your G-Force as 1 lower for penalty to rolls.
- ○ **Back To The Clouds:** Reduce your Energy Loss by 1, to a minimum of 1.

Dogfighter Mastery

Air combat is a test of endurance, and I will endure.

Victories: Aircraft shot down, pilots surrendered, or probable kills.

- ● **Riding the Edge:** Your plane counts as having +5 Handling.
- ○ **Stay Aggressive:** *After you are shot at from behind*, you can spend Speed equal to your Turn Bleed to transition directly into a head-on attack.
- ○ **Nerves of Steel:** *When you hold your fire until the last moment in a head-on attack*, attack at Knife Range. You can reroll your attack and crit dice if your first results weren't good enough. If they don't go down or break off, collide.
- ○ **Belly Scrape:** *When you fly at Altitude 0*, gain an additional +5 Handling.
- ○ **Switch Weave:** You can Overwatch all the aircraft in a formation, not just one.
- ○ **Grin & Bear It:** *When you take fire*, it gives you +3 forward to take revenge.

Slipstream Mastery

None of this stuff matters if somebody shoots you dead.

Victories: Aircraft shot down, crashed, or lured to their destruction.

- ● **Tables have Turned:** In Dogfight! you can use Keen to turn the tables on your attacker (normally +Daring), and Daring to go on the offensive (normally +Hard). When you Draw a Bead, you can opt to take G-force equal to Speed factor rather than a Hard Move.
- ○ **Dangerous Merge:** *If you go head-on with a foe while trailing a pursuer*, roll +Daring. On a 16+, your foes collide. On an 11-15, they are both made vulnerable while recovering.
- ○ **Falling Leaf:** *When you tumble in the air,* descend up to 3 altitude bands without changing speeds or pointing your nose down.
- ○ **Headache Spin:** *When you throw yourself into a deliberate spin,* if you choose to make one last desperate move, take Advantage to that move.
- ○ **Scissors Snip:** *When you evade,* give Advantage Forward to whoever comes to deal with your opponent, if they do so promptly.
- ○ **Wronski Feint:** *When, as part of a Dogfight!, you dive to ground level to escape a plane on your six*, on a 16+, your pursuer ploughs into the ground.

Sharpshooter Mastery

A fighter plane is just a platform that carries a gun.

Victories: Aircraft or balloons shot down, or probable kills.

- ● **Take Aim:** *When you Draw a Bead*, the Open Fire +Calm result can be taken for free, in addition to other results you qualify for.
- ○ **Concentrated Shooting:** *When you Draw a Bead*, take +1 results.
- ○ **Spray & Pray:** *When you attack a plane in a formation while holding the trigger down*, you hit as if at Extreme range against every other plane in the formation. Roll crit dice against each separately.
- ○ **Tracer Dance:** *When you fire to scare an opponent off,* spend 1 ammo. The target is forced to turn away, which can make them lose a target or put them in a vulnerable position.
- ○ **Metal or Meat:** *When you Draw a Bead to hit a Vital Part*, add +5 to the Crit roll.
- ○ **Lead the Target:** Ignore the deflection shot penalty.

Agenda

- Put the players in thrilling danger.
- Mix glory and tragedy in equal measure.
- Play to find out what happens next.

Principles

- Make players love the world.
- Talk to the characters, not the players.
- Speak your moves through fiction.
- Litter the world with hooks, and use the interesting ones.
- Treat humans as humans, even the nameless ones.
- Figure out what everyone wants.
- Ask provocative questions and build on the answers.
- Say "Yes, and..." or "No, But..."
- Wash your hands of cruel decisions.

Air Moves

Their Plane

- Forecast problems with sounds and sensations.
- Steal their energy from them.
- Push a move or mechanical consequence.
- Spray something into the cockpit.
- Turn them around and confuse them.

Enemy Planes

- Drop in behind them.
- Offer bait to draw them in.
- Leave them behind.
- Twist out from under their guns.
- Fill the air with bullets.
- Return fire with tailguns or personal weapons.
- Chase them doggedly.
- Outrun them and leave them behind.

Ground Moves

Ground Missions

- Stalk them with a Threat.
- Seperate them.
- Get them lost (-1 Trek)

Town Moves

- Ask them pay for it.
- Bring in local authority.
- Have the goodwill of the town run out.
- Have the goodwill of their employees run out.
- Have the goodwill of a Confidant run out.
- Create or worsen a feud with other pilots.
- Dare them to do something stupid.
- Show the consequences of their actions.

Best Practices

- Make Notes.
- Prep threats and reuse them.
- Talk up details to make places cozy.
- Make the food sound delicious.
- Take breaks.

Decision Making

- Ask them to intervene or else.
- Require a success or else.
- Ask them what they think is fair.
- Roll a dice and have it choose.

Setting Up Threats

Every threat needs to have a goal, a rough outline of their numbers, some way of being recognized specifically, and a leader with a basic personality. Write it down.

If a threat needs to keep coming back, give them a plan with multiple steps. Every routine, they complete one of the steps. If the players decide to stop them, whatever step they are on is the next mission.

Onmipresent Threats

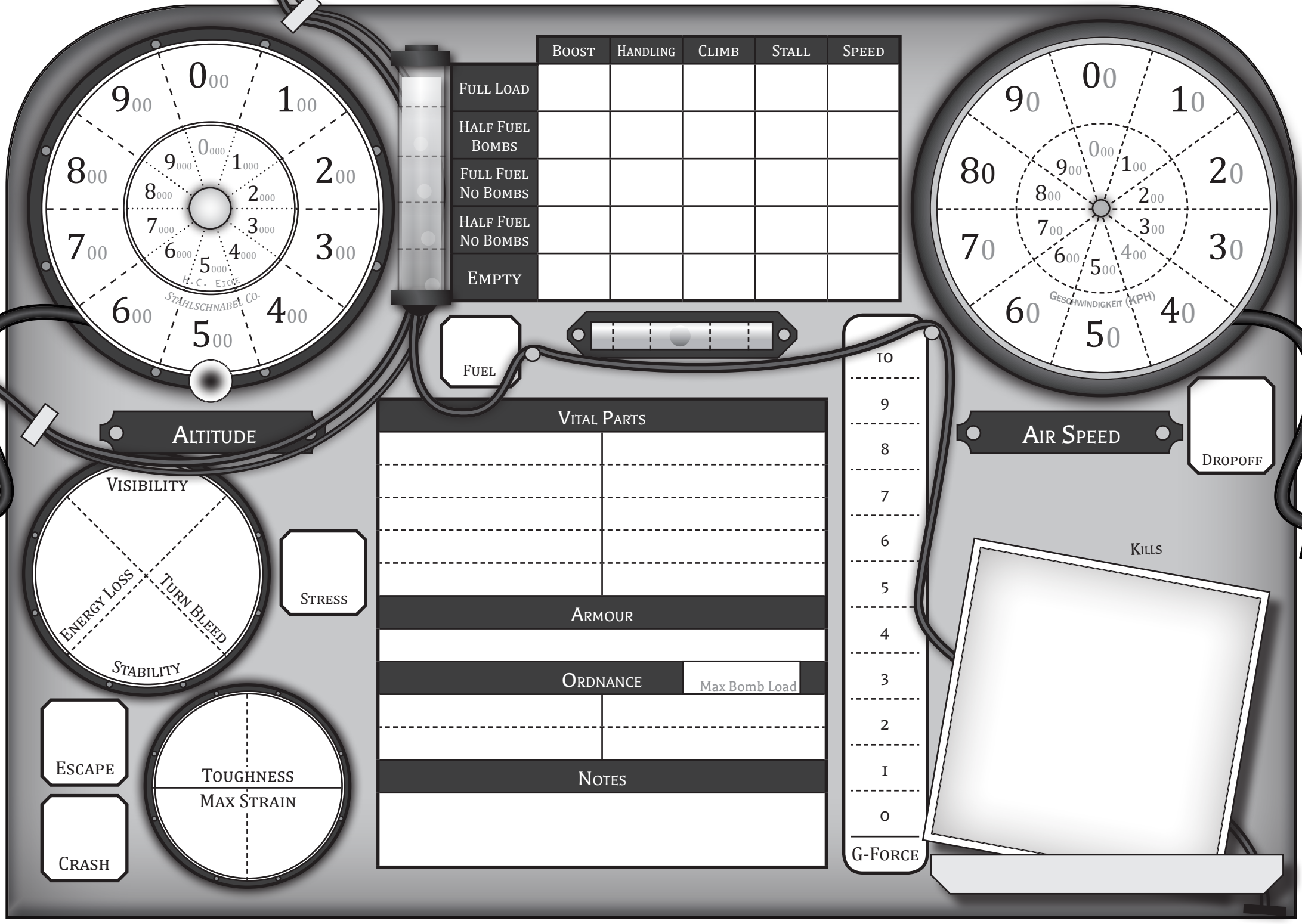
- 2 or 3 bandits harassing the town in simple planes.
- The town militia (6-12 folks with rifles and laterns)
- A rival circus (3-8 elite pilots in shiny planes)
- The Fae, who always want something and get mean if they can't have it.

Emergency NPC Planes

- Biplane: Max 16, Stall 6, Handling 98, 2 MGs.
- Monoplane: Max 18, Stall 8, Handling 90, 1 MG.
- Interceptor: Max 20, Stall 10, Handling 92, 1 MG
- Observer: Max 17, Stall 8, Handling 85, 1 MG, 1 rear MG.
- Observation Balloon: 24 Toughness, no vital parts.

Combat Reminders

- When people get hurt, give them 1 Injury for a fluke, 2 for a good hit, and 3 for a serious weapon.
- Humans can usually take 2 Injury before falling over. 3 will always taken out a human NPC.
- A machine gun 4/3/2/1 Hits, 8/6/4/2 Damage. Double machine guns is double that.
- A plane is out of the fight if it has less than 10 Strain left, no weapons, leaking radiator or oil tank, or no engine.
- Turrets shoot up attacking planes unless the attacker went out of their way to avoid it.


Boost
Handling
Climb
Stall
Speed
Full Load
Half Fuel Bombs
Full Fuel No Bombs
Half Fuel No Bombs
Empty
Fuel
Altitude
Air Speed
Dropoff
Visibility
Energy Loss
Turn Bleed
Stability
Stress
Vital Parts
Armour
Ordnance
Max Bomb Load
Notes
Escape
Crash
Toughness
Max Strain
Kills
10
9
8
7
6
5
4
3
2
1
0
G-Force